Studio AdLib

MICRO MAGIC WORKSHOP

■ Since the VZ-200 first began there has been many useful items published in magazines. But now it is unlikely that they will ever be published again. It was therefore decided to add to MICRO MAGIC a few extra pages containing all the important extra features of this computer. For instance, there are some twenty or more commands lying dormant in the VeeZed and these are so easily accessed it's like having a much more expensive computer.

CLEAR

This is a command that really should have been on the keyboard as it is a most important command and not always fully understood. When CLEAR is used on its own it empties all variables. When CLEAR appears in the first line of a program there is no need to use such statements as A=0:B=0 etc. CLEAR has made them all 0. Likewise all String Variables are empty. No values left over from having run a previous program remain.

CLEAR followed by a number, not only empties the variables but also reserved memory space. On switch-on the VeeZed makes only 50 memory locations available. Most good programs need more. A program such as a Word Processor where String Variables will be storing 12 or more words, will need 6000 to 10000 depending on how much your computer will allow you to have. The program itself needs space as well as the DATA to be INPUT. Following is a way of determining how much memory space is available....

MEMORY and STRING SPACE.

```
10 POKE30862,212:POKE30863,39
20 PRINTUSR(X):PRINTUSR(X$)
```

The first number is FREE MEMORY SPACE.
The second number is FREE STRING SPACE.
Try it on SWITCH-ON and again after CLOADing a program but before RUNning it.

SHORT-FORM COMMANDS.

- A COMMA can be used in place of THEN.
- A QUESTION MARK can be used in place of PRINT.
  When LISTed the question mark will have changed to the word PRINT. This can be useful in squeezing in a few extra characters in a line.
- An APOSTOPHE can be used instead of REM.
  To emphasize a REM, inverted commas allows the use of INVERSE.

GP-100 PRINTER OWNERS.

LPRINTCHR$(14) = LARGE CHARACTERS
LPRINTCHR$(15) = NORMAL CHARACTERS

■ An alternative to LPRINTCHR$(15) is any GRAPHIC. They drop the printer back to NORMAL PRINT without a LINE-FEED. By using a SHIFT Z GRAPHIC nothing is printed.

PRINT & LPRINT with PRINTERS/PLOTTERS.

```
800 INPUTX$
810 INPUT"0 OR 1";N
820 POKE30867,N
830 PRINTX$
840 GOTO810
```

Any short sentence will do. A ZERO will print your sentence on the monitor screen, while a ONE will LPRINT it in a printer.

SEPERATING A SURNAME.

```
10 CLS:CLEAR1000
20 PRINT"FULL NAME";:INPUTF$:L=LEN(F$):FORI=1TOL:B$=MID$(F$,I,1)
30 IFB$=" "THEN50
40 NEXT
50 FORJ=1TOL-I:S$=MID$(F$,I+1,J):NEXT:PRINT"SURNAME IS "S$
```

ACTIVATE THE BEEP.

```
10 POKE30862,80:POKE30863,52
20 FORA=1TO8:PRINTA;:GOSUB100:X=USR(X):NEXT
30 GOTO30
100 FORT=1TO3000:NEXT:RETURN
```

X=USR(X) can be used anywhere in a program where a BEEP is required. The delay loop in our line 100 is to prevent all the BEEPs running together.

MOVING MESSAGE.

```
10 CLS:A$="MICRO MAGIC"
20 PRINT@300,LEFT$(A$,31);
30 PRINTCHR$(28);
40 FORI=1TO60:NEXT
50 A$=MID$(A$,2)+LEFT$(A$,1):GOTO20
```

■ Keep an eye open for semi-colons.

```
10 CLS:A$=" MICRO MAGIC"
```

(one space in front of MICRO)

RUBBING OUT A TITLE.

```
10 CLS:PRINT@75,"COMPUTER":GOSUB100
20 A=75:FORI=0TO8:PRINT@A,CHR$(27):A=A+1:NEXT
30 GOTO30
100 FORJ=1TO500:NEXT:RETURN

10 CLS:PRINT@75,"COMPUTER":GOSUB100
20 FORI=75TO83:PRINT@I,CHR$(27):NEXT
30 GOTO30
100 FORJ=1TO300:NEXT:RETURN

10 CLS:PRINT@75,"COMPUTER":GOSUB100
20 FORI=0TO9:PRINT@75,CHR$(127):NEXT
30 GOTO30
100 FORJ=1TO300:NEXT:RETURN
```

Family in bed? Want to keep it quiet?
THEN SWITCH OFF THAT BEEP!!!
POKE30779,0 OFF!

Has your typing become hopeless?
BETTER SWITCH THE BEEP ON AGAIN.
POKE30779,1 ON.

VZ-200 SWITCH

The switch on the side of the VZ-200 is likely to become intermittent after a few months use. This can often be the cause of a program suddenly disappearing. The cure, of course, is to either replace it, or to solder the two wires together and do without it. A light timber frame to sit the computer in allows better ventilation for keeping the VeeZed cool.

CORRESPONDENCE

Alan of Swan Hill: Your Uchida DWX-305 Daisy-wheel Printer hooked up to a VZ-300 is a little ambitious. The feature about Printer Controls may help you, but as there are so many codes you will have to be content with the most useful. There are 87 Standard ASCII Coded commands and 9 SPECIALS. For starters it seems the most essential is the command to make your printer print in both directions. Your HANDBOOK gives ESC S as AUTO BACKWARD LINE PRINT ON. Try running the following:

```
10 LPRINTCHR$(27)CHR$(115);
20 LPRINT"NOW IS THE TIME FOR ALL GOOD MEN"
30 LPRINT"TO COME TO THE AID OF THE PARTY."
```

If the printer prints in BOTH directions then perhaps you can put the command into the PRINTER EXPERIMENT program. Another way of sending the control could be LPRINTCHR$(27)"S";. Using Graphics or Square Brackets in the text may allow you to print BOLD, SHADOW or UNDERSCORE. Let me know how it goes.

Adrian of Alice Springs. As you have access to A BROTHER CE-50, an EPSON LX-80 and a BROTHER CE-50, I would be interested in if you can use the MICRO TYPE program for printer commands. We are planning to publish in Studio Ad Lib a full explanation of why a VZ-200 16K Memory Expansion Module does not suit a VZ-300. If you want to make useful progress with Assembly Code then the VZ-200 16K will cause serious problems.

```
5 CLS
10 GOSUB500
20 DATA7,15,18,4,15,14
30 FORI=1TO6:READM:POKEB,M:B=B+1:NEXT:GOSUB500
40 POKEB,32:POKEA,7:GOSUB500
50 POKEA,32:POKEA+1,7:GOSUB500
60 POKEA+1,32:POKEA+2,7:GOSUB500
70 POKEA+2,32:POKEA+3,7:GOSUB500
80 POKEA+3,32:POKEA+4,7:GOSUB500
90 POKEB+4,32:POKEC+4,15:GOSUB500
100 POKEA+4,32:POKEB+4,7:GOSUB500
110 POKEC+4,32:POKEC+5,15:GOSUB500
120 POKEB+5,32:POKEA+5,14:GOSUB500
130 POKEC+5,32:POKEB+5,15:GOSUB500
140 POKEA+5,32:POKEA+4,14:GOSUB500
150 POKEA+4,32:POKEA+3,14:GOSUB500
160 POKEB+3,32:POKEC+3,4:GOSUB500
170 POKEA+3,32:POKEB+3,14:GOSUB500
180 POKEC+3,32:POKEC+2,4:GOSUB500
190 POKEC+3,32:POKEC+2,4:GOSUB500
200 POKEC+2,32:POKEC+1,4:GOSUB500
210 POKEB+2,32:POKEC+2,18:GOSUB500
220 POKEB+1,32:POKEB+2,15:GOSUB500
230 POKEC+1,32:POKEC,4:GOSUB500
240 POKEC+2,32:POKEC+1,18:GOSUB500
250 POKEC+1,32:POKEB+1,18:GOSUB500
260 POKEC,32:POKEB,4
400 FORI=1TO1000:NEXT:GOSUB500
410 RESTORE:GOTO20
500 A=28779:B=28811:C=28843
510 FORI=1TO100:NEXT:RETURN
```

WHO'S
A
DRONGO
THEN

This may look like a *finger-twister*, but here's a tip for typing the lines in quickly and safely. After entering line 40 just type line 50 over the top of line 40. By typing the next line number and by changing only those characters that need to be changed, skipping over those that are the same, using CTRL and the left & right arrows and the RUBOUT and INSERT keys, the old line will NOT be destroyed. You can give it a go and LISTing after each line. What is the program? Well, it's a bit of fun called DRONGO. You've gotta RUN it to see it!!